

CLAIMS

What is claimed:

- 5 1) (Twice amended.) A method for playing a casino game of chance for a bet
with random entry from an underlying slot machine to a bonus game of the
casino game of chance, the method for playing [in] a casino game comprising
the steps of:
- 0 a) establishing a plurality of paths in the play of the bonus game of the
casino game of chance, each of which path[s] is comprised of a plurality of
positions;
- b) establishing a random means of traversing the paths in the play of the
bonus game of the casino game of chance;
- 5 c) presenting [affording] with the random means the possibility of two or
more moves being required to complete the bonus game;
- d) allowing a player to select one of the paths in the play of the bonus game
of the casino game of chance;
- 0 e) moving according to the random means [along path selected by the
player,] along a selected path by the player;
- f) providing at least one position having a win or loss outcome;
- 0 g) awarding the player monetary or credit values [as] based upon wins or
losses associated with positions landed upon, and
- 5 h) [controlling the house advantage of the casino game to a predetermined
range by] relating [the] a random frequency of the bonus game to the
probability of landing on each position and to the value of each position so
a predetermined range for a house advantage is maintained in the casino.
- 2) (Thrice amended.) The method of claim 1 with one or more value
[squares] positions along the paths in the play of the bonus game of the
casino game of chance.
- 0 3) The method of claim 1 wherein the random means is performed by spinning a
spinner.

- 4) The method of claim 1 wherein the random means is performed by rotating a wheel.
- 5) The method of claim 1 wherein the random means is performed by rolling at least one die.
- 5 6) The method of claim 1 wherein the random means is performed by flipping a coin.
- 7) The method of claim 1 wherein the random means uses a random number generator.
- 0 8) (Thrice amended.) The method of claim 1 [wherein] with the step of establishing a plurality of paths, each of which paths is comprised of a plurality of positions and with the step of having one of the positions as a stop position on one of the paths in the play of the bonus game of the casino game of chance [includes using a stop position].
- 5 9) (Thrice amended.) The method of claim 1 wherein landing on certain [squares] positions along the selected path in the play of the bonus game of the casino game of chance causes additional movement.
- 10) (Once amended.) The method of claim 1 by establishing intersecting paths in the play of the bonus game of the casino game of chance.
- 0 11) (Thrice amended.) The method of claim 1 with the step of establishing one or more positions along the selected path in the play of the bonus game of the casino game of chance having an associated game.
- 12) (Thrice amended.) A method for playing a casino bonus game for a casino base game, comprising the steps of:
- 5 a) establishing in the play of the casino bonus game a plurality of paths , each of which paths includes a plurality of positions with at least one value position there between;
- b) moving along a player selected path provided with a [with a provided] random selection;
- c) providing at least one position having a win or loss outcome;

- d) awarding the player monetary or credit values [as] based upon wins or losses associated with positions landed upon, and
- e) [controlling the house advantage of the casino game to a predetermined range by] relating [the] a random frequency of the bonus game to the [probably] probability of landing on each position and to the value of each position so a predetermined range for a house advantage is maintained in the casino.

13) The method of claim 12 wherein the step of moving includes a stop position.

14) The method of claim 12 wherein the step of moving includes random selection of positions that cause additional movement.

15) The method of claim 12 wherein the step of establishing plural paths includes at least one position common to the plural paths whereat the paths intersect.

16) The method of claim 12 wherein the establishing step includes one or more value positions having an associated game.

17) (Thrice amended.) A method for playing a casino game of chance, comprising the steps of:

- a) establishing in the play of the casino game a plurality of paths, each having at least two positions;
- b) allowing a player to select one of the plurality of paths in the play of the casino game of chance;
- c) moving along one of the plurality of paths selected by the player in step b) [the player selected path] according to chance;
- d) providing at least one position having a win or loss outcome;
- e) awarding the player monetary or credit values [as] based upon wins or losses associated with the selected path in the play of casino game of chance, and
- f) [controlling the house advantage of the casino game of chance to within a predetermined range by] relating [the] a random frequency of the bonus game to the probability of landing on each position and to the value of

each position so a predetermined range for a house advantage is maintained in the casino.

5 18) (Once amended.) The method of claim 17 for playing a casino game of chance by playing a base game and a bonus game in the play of the base game and the bonus game of the casino game of chance.

19) The method of claim 18 for playing a casino game wherein the step of controlling the house advantage provides a total range thereof of about twenty percent.

0 20) The method of claim 18 for playing a casino game wherein the step of controlling the house advantage includes a range for the player selected best path to the player selected mean path of about fifteen percent in the play of the base game and the bonus game of the casino game of chance.

21) The method of claim 17 wherein the step of moving according to chance uses the spinning of a spinner.

5 22) The method of claim 17 wherein the step of moving according to chance uses the rotating of a wheel.

23) The method of claim 17 wherein the step of moving according to chance uses the rolling of at least one die.

0 24) The method of claim 17 wherein the step of moving according to chance uses the flipping of a coin.

25) The method of claim 17 wherein the step of moving according to chance uses a random number generator.

5 26) (Once amended.) The method of claim 17 wherein the step of establishing a plurality of paths in the play of the casino game of chance, each of which is comprised of a plurality of positions includes using a stop position.

27) The method of claim 17 wherein landing on certain positions causes additional movement.

28) The method of claim 17 wherein the paths intersect.

29) The method of claim 17 with the step of establishing one or more positions having an associated game.

30) The method of claim 17 with the step of allowing the player to acquire items.

31) The method of claim 17 with the step of allowing the player to acquire privileges.

32) (Thrice amended.) A casino game of chance for at least one player comprising:

a) a game surface accessible and visible to the player in the casino;

b) a plurality of paths on the game surface arranged for player selection of one path, each path having at least two positions beginning at start position, and finishing at end position;

c) at least one position having a win or loss outcome;

d) movable indicia on the game surface, the movable indicia for showing the position on [the] a selected path of the player;

e) a mechanism of chance carried on the game surface and available to the player in the casino, the mechanism of chance for determining movement along the player selected path and awarding the player monetary or credit values associated as wins or losses with positions along the selected path, and

f) structure in the casino game of chance to [control the house advantage to a predetermined range by] relate[ing] [the] a random frequency of [the] a bonus game to the probability of landing on each position and [the] to a value of each position so that [the] an expected monetary or credit value of each of the [plurality of] paths is approximately identical for a house advantage is in a predetermined range.